

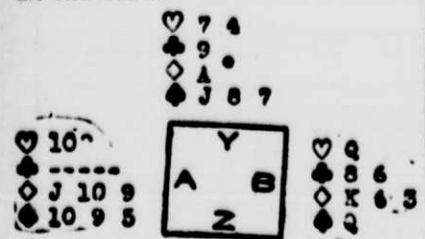
## PROBLEMS FOR "SUN" READERS TO SOLVE

Only the Cracks Escaped the Trap in Jay Reed's Bridge Composition.

### "THE SUN'S" CHECKER CLUB

Membership Certificates for Successful Solvers—A Magic Square.

Bridge problem No. 266, by Jay Reed, had a little trap in it that only the cracks escaped. Those who usually fall into the line of correct solvers when there is a comparatively easy problem before them did not quite reach this one, although they thought they did. Here is the distribution:



There are no trumps and Z is in the lead. Y and Z want six tricks against any defense.

The most common and apparently obvious of the solutions sent in was for Z to start with the two winning clubs, upon the first of which A discards the heart ten, as his partner has that suit protected and will fall on the queen. Upon the second club A discards a diamond, Y's discard being the small spade.

Now the ace of spades picks up B's queen and another spade puts Y in with the jack. Y leads the heart, forcing out the queen, and gets in again on the diamond, so that he makes a trick with the established heart at the end.

The only defect in this solution lies in the defense, which is too weak to pass muster. A will never discard the heart, but will throw away two of his diamonds on the two clubs, although this apparently unguards the suit. If Y lets go a spade on the second round of clubs, Z must lead the spade ace or a small diamond.

If he leads the spade ace and then the six, B will discard the queen of hearts, and A will eventually get in with the ten of hearts to make the ten of spades. If Z follows the spade ace with a diamond, so as to prevent the heart queen discard, he puts Y in a hole. If Y leads a heart, B makes two tricks. If he leads the spade jack, B sheds the heart queen, as before, so that A shall make the two tricks.

The only correct solution is for Z to start with the ace and six of spades, and the best defense for B is to throw in the heart queen, because if he keeps that card Y can clear a heart trick by leading that suit, so that Y shall make a trick in each of the red suits later, while Z makes two clubs.

As soon as B sheds the heart Y leads the club and Z makes both ace and king. This puts A to a discard. If he lets go the heart he makes both the small ones in Y's hand good. If he discards the spade he makes the eight good. All he can do is to shed a diamond. On the second club lead he must let go another diamond, for the same reasons, and if he does Y at once gets rid of the ace of diamonds. This allows Z to lead the queen of diamonds, making the two last tricks with the six and five over B's four and three.

There are some minor variations to this solution, but they are weak defenses. Many of those who started all right with the two spades later overlooked the discard of the heart queen and made B discard a club. While this solves for Y and Z, it is not good against any defense. Another curious oversight, made by some who ought to have seen for a long time, was the spade ace with the two clubs overlooking the heart discard by B.

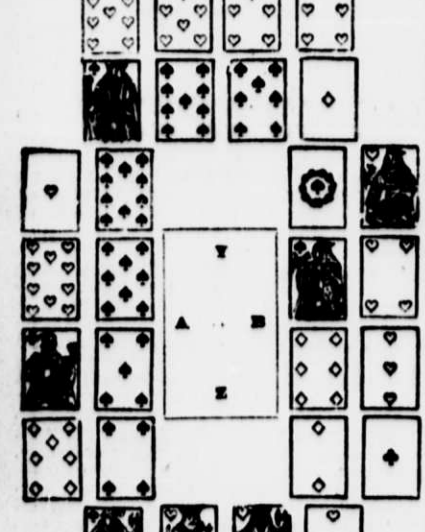
Several complimentary remarks were received with the various solutions. Capt. Frank Roy says that the trap in Jay Reed's problem is as if it might catch some of the "napping." Henry Andersen says: "Very interesting, as are all of Reed's productions." F. W. Miller says: "This No. 266 is the best I have seen for a long time." Keystone says: "This is certainly a neat one from Arizona. Every step is as clear as the desert air—when you see it."

Correct solutions from: C. Kinney, C. E. Harding, Walker McMartin, C. E. Johnson, E. Rutter, C. H. O'Connor, James E. Cox, Charles M. Root, Martin Darrow, Frank H. Young, W. P. W. James, Stearns, John H. Whiting, Keystone, B. G. Braine, H. Sanford Johnson, E. M. Frost, D. A. W. K. W. Wood, Combs-Boyes, Edith Behrens, O. H. Boston, William H. Hart, F. H. Miller, Henry Andersen, Isaac K. Leete, F. H. Fair, Harris Burk, Frank Roy, Max Williams, J. W. Woertz and H. M. T.

As it is getting near the end of this series of ten and the experts are holding on rather tenaciously it seems to be about time to shake the sieve a little harder to see if some of them will not fall through late the discard.

BRIDGE PROBLEM NO. 265.

By Jay Reed.



There are no trumps and Z is in the lead. Y and Z want only four tricks, but they must get them against the best defense. To obtain credit for correct answers solvers must give the principal lines of defense in important variations.

The distribution of the cards is as follows: Y has the nine eight seven six of

hearts, ace of diamonds, king nine seven of spades; no clubs.

A has the ace ten of hearts, queen of clubs, seven of diamonds, ten eight five four of spades.

B has the queen four three of hearts, ace of clubs, six deuce of diamonds, ace and queen of spades.

Z has the king jack deuce of hearts, jack eight of clubs, queen trey of diamonds and the jack of spades.

There were a number of protests from those who sent in defective solutions to this problem, all of which were forwarded to the composer, Jay Reed, asking for his decision on the matter, the point being as to whether or not the play of the small club by A should not have been distinctly stated in order to entitle any one to credit for a solution. Here is what he says:

"I believe that solvers should be required to indicate the best defense open to A and B. Bridge problems would be nonsense if the opposition were not required to do its best."

"In the solution of ordinary problems, when no specific card is mentioned, it is understood that the lowest card in the player's hand is intended. In nullo, on the contrary, it is the highest card that is always intended when none is specified. In my No. 263 the natural course of nullo play would be club ace, seven, eight, ten, to the first trick."

"That this will not do should have been clearly shown by solvers, and I would suggest that this SUN stick to its test and insist upon the best defense being mentioned. In the case of No. 263 this best defense is the small club from A's hand on the first trick."

"I should like to ask this SUN not to use No. 263 as an honor problem, but to give its readers the eight carder that I am sending herewith to take the place of No. 263."

In accordance with Mr. Reed's wish the problem is given above, with the attached caution to be sure to indicate the best defenses for A and B.

CHECKER ENDINGS. Problem No. 266 brought forth a confession from a number of the aspirants for honor that it was about the hardest proposition they had seen for some time. The extraordinary manner in which black is given jumps enough to keep him busy, while the white king gets time to move to a position three squares away, and the astonishing block at the end are very pretty. It was sent to THE SUN by P. H. Joyce.

The distribution of the men is as follows: Black men on 3, 20, 21 and 28; kings on 17, 27 and 32. White men on 8, 16, 23, 24 and 30; kings on 10 and 19. White to play and win. Here are the moves that solve:

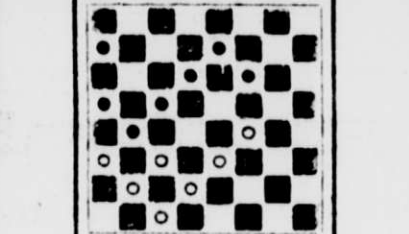
White. 10-6. Black. 27-18. 6-9. 3-12. 21-20. 21-20. 9-13. 30-23. 19-25. 12-19. 12-24. 20-27. 26-31.

Correct solutions from: Q. A. Stump, James Hyland, William D. Clarke, P. J. McManus, William B. Hart, Ralph Diamond, Thomas Foy, Harry M. Brown, W. L. Barbeau, Judge J. F. McCabe, C. L. Lynn, John Wehman, L. S. Hart, Jr., J. E. Rinker, Ray Smith, D. A. W. J. H. Noremac, A. J. R. John Ryan, Harris Burg, P. J. McGarry, George A. Zaner, A. B. Gerard, George B. Randolph, John Wornicki, Edwin W. Greenlowe, William P. Seddon and Irving King.

Here is a little exercise in end games for the beginner sent to THE SUN by Ernest Bergholt of London, who is well known as a composer of card problems, but has lately turned his attention to checkers.

PROBLEM NO. 268. CHECKERS.

By Ernest Bergholt.



White to play and win. The distribution of the men is as follows: Black men on 5, 7, 10, 11, 13, 14 and 17; no kings; white men on 15, 21, 22, 23, 25, 26 and 29; no kings.

THE SUN CHECKER CLUB.

Beginning with the last of this series of ten problems THE SUN proposes to assist certificates to successful solvers, in the form of membership cards in THE SUN CHECKER CLUB. Those who solve ten of the series will receive white cards, those who solve five will receive red cards, eight out of ten blue cards and seven out of ten green cards. These cards will be turned in for new ones at the end of each series, so that each member of the club may be rated up to date.

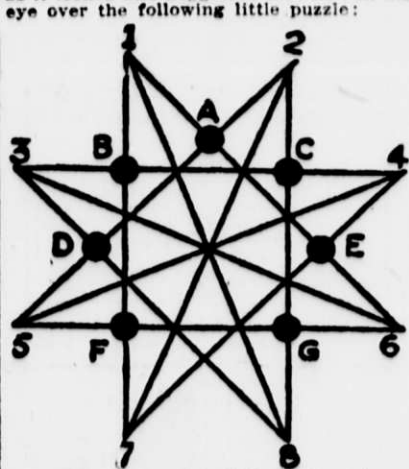
It is hoped that these cards may serve as an introduction between members of the club, so that they may get together and play across the board, as a number of those who are at present members of THE SUN CHECKER CLUB are now doing under the enthusiastic guidance of Judge McCabe.

Several established checker clubs have already offered to entertain members of THE SUN CHECKER CLUB as guests for an evening in the hope of their becoming members. Secretaries of other checker clubs, who are willing to extend the same courtesies should communicate with THE SUN at their earliest convenience, in order that the addresses of such clubs may be communicated to readers of THE SUN.

CARTING AWAY THE SNOW. Here is a little puzzle which will probably amuse the younger members of the family more than the old folks.

It appears that during the recent blizzard a contractor found a fastidious householder not getting his car away to the dumps more quickly the moment they were filled.

The boss replied that the reason for the delay was that the cart had to be driven, other way, there not being room enough for them to pass one another on the side streets. When the contractor laughed at this, and said he would not take a second cart, the boss thought he was right in his way. The puzzle is to get each of the carts to the dumping point without colliding with any other cart, if it should be standing there.



The points numbered from 1 to 8 are dumping places at which the snow should be got rid of, but the traffic regulations are such that the carts can go along the streets in only one direction, and it so happens that this is always to the dump that is furthest from where the cart is loaded.

The dots marked A, B, C, &c., are the loaded carts, and they can go to the dumping places only in a straight line. The one at B, for instance, must dump at point 4, but the cart at C is right in his way. The puzzle is to get each of the carts to the dumping point without colliding with any other cart, if it should be standing there.

## THREE SPADE BIDS AT ROYAL AUCTION

Some Losses Ascribed to Them Really Due to Errors of Players.

### TEST OF THE DECLARATION

Illustrative Hands Show Wrong Uses of the Convention.

Considerable attention has lately been directed to the so-called high spade bids at royal auction and their standing among the better class of players. The popular verdict seems to agree with the opinion expressed by the presentists and leading players of several local clubs, which were given in a series of interviews printed in THE SUN on May 11 last. Their judgment was to the effect that any bid which names a suit when it meant another was in the nature of a private convention and should not be allowed in any self-respecting club.

The question seems to be just where to draw the line. Every one admits that a bid of one spade is perfectly legitimate, although it has nothing to do with the spade suit, and simply means, "I pass." Players are not to be blamed if there must be some way of showing that the only strength in the dealer's hand is in the spade suit.

A bid of one club or one diamond shows at least two sure tricks in the suit called, and it shows nothing else. But a bid of one spade does not show two sure tricks in the spade suit; therefore the only way to indicate such a holding is to bid two spades. In order to justify the extra trick that is bid the player must hold it in some suit other than spades. In other words, the call of two spades means just what it says—two sure tricks in the spade suit and a trick outside.

It is when we come to the three spade bid that the paths divide and opinions differ. For a long time any bid of two tricks in any suit other than spades meant a long suit without the top, and a willingness to play that suit as the trump. The theory of all such bids was that if the partner could not support the hearts as trump they would at least protect the suit if he wanted to go no trumps, and the bid promised him a couple of sure tricks at the least in some other suit or suits.

But two spades cannot mean the same as two hearts because the two spade bid has already been set apart to mean something else. There was, therefore, nothing left for the player who held five or six spades to the queen jack and a couple of tricks outside but to bid three spades and force his partner either to call a royal or no trumps if he had not a better game in hearts.

The object of the three spade bid is to ask the partner to declare a royal only if he has the top spades, warning him at the same time that if the opponents should get to bidding on anything the dealer is not to be trusted for any sure tricks in the spade suit itself.

Now the argument against the three spade bid is that the chances are against the partner having the top honors in spades because he has only one chance in three to hold any named card, and that the information of weakness in trick winning spades is a decided advantage to the opponents in case the partner cannot go to royals when the dealer starts with a three spade bid.

It is curious that this was never observed in all the years they called two hearts on precisely the same holding, although the two heart bid was a partner to a higher contract than three spades ever did. The truth of the matter is simply that the danger is imaginary.

A number of example hands have been trotted out in support of this argument, showing the difficulties that the third hand is placed in by his partner's three spade call, which he is obliged to take out with something or other. A careful examination of these hands discloses the curious fact that the trouble is not with the third hand at all if he knows the convention, but it is with the original declaration, which is a typical case given by a leading writer on the game:

In every illustrative hand so far brought before writers on the game, the three spade bid has been the true fact lying either in the declaration itself or in the partner's response to it, one or both players showing complete ignorance of the convention. Here is a typical case given by a leading writer on the game:

♠ A Q J 8 7 6  
♥ A K 4  
♦ A 10 9 8  
♣ A 6 5 4 3

♠ J 8 7 6  
♥ A K 4  
♦ A 10 9 8  
♣ A 6 5 4 3

Z deals and bids three spades. So far as conforming to convention goes he might just as well bid two clubs. His partner bids a royal and gets set. Moral: The three spade bid is responsible for the loss. Not a bit of it!

The common ignorance or stupidity of two partners is responsible. Z never had a three spade bid in his cards any more than he had a heart declaration. The convention for this bid is clearly laid down by all the authorities as requiring two or more sure tricks outside the spade suit. Z has not a single sure trick in his whole hand and therefore he invites his partner to go to royals on a gross misrepresentation of fact.

Y on his side goes royals without a single high spade to justify the bid, although the convention requires him to have at least one of the top honors. The hand has nothing to do with the three spade bid and is an example of ignorant declaring and nothing else. Z should have bid one spade and then B would have bid royals and Y would at least have saved the game.

The true test of a three spade bid is that the hand shall be so strong in outside cards that there is considerable doubt if any player would have strength enough to take it out if it was started with a one spade bid, the danger of being left to that prompt the player to force his partner to take him out.

The convention for the third hand in answer to the dealer's three spade bid is to call a royal if the top is in spades. If he has not he must go no trumps if he has any side strength, but it is seldom if ever justifiable to go to a minor suit. Here is another illustrative hand given by the same writer, already referred to, to show the alleged weakness of the three spade call by the dealer.

♠ A K J 9  
♥ A J 10 8 6 4  
♦ 8 5  
♣ 8 5

♠ J 8 7 6  
♥ A K 4  
♦ A 10 9 8  
♣ A 6 5 4 3

Z dealt and bid three spades. While the spade suit is a trifle weak, the two sure tricks and the probable third are undoubtedly present, and the bid may pass

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McCommon	\$130	Huntington	\$170
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A cask recently constructed for a California firm has put the famous tun of Heidelberg in the background. It holds 9,000 gallons and is made of California redwood throughout and the selection of timber and the making required two years. Eleven out of twelve trees were rejected as unsuitable. Two entire trains of wagons were necessary to convey the selected timber to the vineyard.

The hoops of the cask, which are of the finest steel, weigh eighteen tons, while the completed cask is, thirty-eight feet high and seventy-eight feet in circumference and large enough to form a three story house, where three hundred persons could dine in comfort. This enormous reservoir would, if its contents were placed in ordinary casks, require thirty wagons for its transport and the contents represent a value of a million dollars.

### AMATEUR HEADSMAN.

Most of us are wont to think of the headsmen as a relic of the dark ages, but the last decapitation which took place in the British Isles was no later than 1820. The victims were two unfortunate who had taken a part in the Bonnyhill rising and were convicted of high treason. The sentence was carried out in Stirling, Scotland, and the men were left hanging an hour before they were cut down.

The headsmen, who was masked and wore a serge gown, was a small, nervous man who did his work so badly that it was not until the third stroke that he decapitated one of the unfortunate. The assembled crowd yelled "Murder!" and the miserable headman was heard to remark: "I wish to heaven I had not it to do."

For a long time his identity was a mystery, but it later developed that he was a young medical student of Glasgow. The axe and the mask which he used on the occasion may still be seen.

### THE ORIGINAL BLUEBEARD.

Gilles, Marquis de Laval and Marshal of France, was the original Bluebeard from whom the terror of our nursery lore descended. He was a fearless general and greatly distinguished himself under Charles VI. and Charles VII., but his bravery was completely eclipsed by his cruelty and wickedness. Wherever he went he was followed by his band of actors, sorcerers, packs of hounds and crowds of retainers.

It was said he would gain the love of young boys and then kill them in order to obtain. The Duke of Brittany, against whom he had committed a crime of state, condemned him to be burned alive at the stake at Nantes, but later he took pity on him and remitted the sentence so that he was strangled before he was burned.

### His Squaw Would Tango.

BUREKA, Cal., March 13.—Because he said his squaw disrupted his home by attending too many "kick dances," an Indian version of a dance somewhat resembling the tango, Charles Shinn, an Indian, told the Judge of the Superior Court he began drinking heavily. In retelling the story he stated the city marshal of Blue Lake. He was given a prison sentence of two years.

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"For a number of years I was troubled with eczema and salt rheum. It appeared as a rash. The burning and itching on my shoulders were intense, especially at night, so that I could not sleep. I tried everything, but nothing helped. I was told to use Cuticura Soap and Ointment. I used it and it cured me. I am now well and happy." (Signed) Mrs. Lena Blach, Sept. 30, 1913.

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